

Ord[i]nance

Everything is Inevitable.

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And Welcome to the Table



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If you have any questions about **Ordinance**, want to stay up to date with additional versions of the game, or would like to see the game in action, visit us at welcometothetablestream.com or on our Socials.

The Welcome to the Table team would like to thank you for your support and ask for grace as we put this game out into the world to share with everyone!

What is *Ord[i]nance*?

In this primer, you'll find a detailed overview of the TTRPG system designed for role-play and combat. The action economy is based on risk versus reward, giving the player more chances to succeed, but also more chances to fail. In this primer, Ordinance will be referred to as (O).

[i]

Two strikingly similar words, their definition only changing with the addition of one single letter.

This game looks and plays like a military-based TTRPG, but it also examines what it means to be directed by something bigger (and sometimes far greater) than yourself – a governing authority, a purpose, or even God.

The *[i]* represents this concept and it's resulting significance:

WAR IS INEVITABLE.

DEATH IS INEVITABLE.

EVERYTHING IS INEVITABLE.

ORDNANCE NOUN

ord·nance

1 A: military supplies including weapons, ammunition, combat vehicles, and maintenance tools and equipment

B: a service of the army charged with procuring, distributing, and safekeeping of ordnance

ORDINANCE NOUN

or·di·nance

1 A: an authoritative decree or direction

B: a law set forth by a governmental authority

2 : something ordained or decreed by fate or a deity

INEVITABLE ADJECTIVE

in·ev·i·ta·ble

1 : incapable of being avoided or evaded

What you'll need:

Just like other TTRPGs, you'll be using all types of dice, but make sure you always have 2 six-sided dice (2d6) on hand.

All Tests (O's version of dice-based challenges) will use 2d6.

In addition:

- × (O) character sheets (Provided in the back of this Primer)
- × Full set of dice (d4 – d20)
- × Hex Battle Map
- × Color-coded hex tiles or red, blue, green, and yellow markers

The Terms of Engagement

Inevitability Points (IP)

“And just as it is appointed for man to die once...” Hebrews 9:27a

These represent your character’s tether to mortal life. Your max IP is not a “health bar” or “hit points”. When the number reaches zero, you are dealt a killing blow. Internal and external forces can affect current and max IP. IP loss (attacks in combat, environmental hazards, mental strain) is referred to as **Entropy**, while IP gain is called Restoration. Max IP loss is used by GM discretion due to injuries (both physical and mental). Dice rolls for IP are explained later in the primer.

EXAMPLES:

An enemy rolls an attack and is successful, so they shoot their rifle in your direction – you are dealt “X” Entropy

The Medic performs Triage on you during combat – you restore “X” IP

You break a bone or witness the death of a friend – “X” max IP loss

Wherewithal Points (WP)

“...and endurance produces character, and character produces hope,” Romans 5:3b

These represent your stamina in combat. You can use as much or as little as you like on your turn, but sometimes the risk outweighs the reward.

The Historian

“What has been is what will be, and what has been done is what will be done...” Ecclesiastes 1:9a

The Historian is the Game Master of Ordinance. O requires a Historian to operate the game, and their responsibilities include (but are not limited to) narrating the circumstances that are not controlled by the players, officiating the rules, facilitating combat, keeping a record of the story, and of course, ensuring their players are having a good time.

Rolling a Test

“We may roll the dice, but the Lord determines how they fall.” Proverbs 16:33

Sometimes we can control the circumstances around us, sometimes we cannot. Rolling a Test determines how much control you have over your environment and how much your talents and skills influence the outcome.

What is a Test?

These are the skill checks that require a 2d6 roll plus (or minus) your Measure being tested. Every Test – in and out of combat – only ever uses the six Measures.

After rolling 2d6, a score of 1-6 is a Fail, while a score of 7 and higher is a Pass. Rolling double ones is an automatic Fail, and rolling double sixes is an automatic Pass, regardless of Measure bonuses.

What is a Measure?

These are the terms that define your strengths (or weaknesses). (O) uses the six Measures for all Tests (see below). They are **Bravery**, **Persistence**, **Technique**, **Alacrity**, **Logic**, **Instinct**.

Impediments, Upper Hand, and Impairment

When interacting with the world, some tasks are harder than others. When testing a Measure, the “world” can fight back by subtracting from the player’s roll. This is up to the Historian’s discretion.

MINOR DIFFICULTY: -1d6 **MAJOR DIFFICULTY:** -2d6 **MASSIVE DIFFICULTY:** -3d6

Alternatively, the GM may determine that the task is suitable for the player’s skills, or they have been given an opportunity to succeed from their allies or the environment, giving them the **Upper Hand**.

UPPER HAND – A player with the Upper Hand rolls 2d6 twice and takes the higher score.

On the other hand, a condition may inhibit the player’s ability to complete a task, giving them an **Impairment**.

IMPAIRMENT – A player with an Impairment rolls 2d6 twice and takes the lower score.

Creating a Character at Level 0

"Your beginnings will seem humble, so prosperous your future will be." Job 8:7

In (O), player characters are not superheroes (mostly), and the inevitability of death plays a large role in character creation. Your character will improve as they gain levels, but they will deteriorate as they age.

STEP 1 – Choose your character's age

To get your starting IP, use the formula $100 - (\text{your character's age})$

EXAMPLE:

$$100 - (24 \text{ years old}) = 76 \text{ IP}$$

STEP 2 – Choose your Measure Bonuses from the pool of 3, 2, 1, 0, -1, -2

Bravery (BRV): the will to face the inevitable (affects IP)

Persistence (PER): emotional/physical endurance (affects max WP)

Technique (TEQ): physical prowess and martial training (bonus to physical attack)

Alacrity (ALC): deftness in all actions (affects movement in battle)

Logic (LOG): the intelligence to overcome any problem (bonus to tech attack)

Instinct (INS): innate sense of the world (bonus to elemental attack)

EXAMPLE:

$$\text{BRV: } -1, \text{ PER: } 3, \text{ TEQ: } 2, \text{ ALC: } 0, \text{ LOG: } -2, \text{ INS: } 1$$

STEP 3 – Update IP and WP

For every positive or negative point in Bravery, add or subtract 5 IP

EXAMPLE:

$$(\text{Age-calculated IP}) \pm (\text{Bravery bonus}) = (\text{New IP})$$

$$76 \text{ IP} - 5 = 71 \text{ IP}$$

All characters start at a base of 10 max WP.

For every positive or negative point in Persistence, add or subtract 1 WP

EXAMPLE:

$$(\text{Base } 10 \text{ WP}) \pm (\text{Persistence Bonus}) = (\text{New WP})$$

$$10 \text{ WP} + 3 = 13 \text{ WP}$$

STEP 4 – Transfer info to character sheet

Level Up System

“They will spring up like grass in a meadow, like poplar trees by flowing streams.” Isaiah 44:4

Classes are chosen by the player at level 1.

As a character levels up and gains experience in their individual skillset, their abilities will reflect that. Gain one point towards any measure on every **odd** level. On **even** levels, choose a specialization from the list of Class Specializations.

At levels 9 and 10, choose one Class Specialization to master, turning it into a Discipline, then choose another Specialization to replace it.

Even the most adept soldier has their limits: leveling up caps at level 10.

Promotions

“Whoever loves discipline, loves knowledge...” Proverbs 12:1a

As (O) is a military-based TTRPG, military ranks can be incorporated for player character bonuses. This is entirely optional but below is a list of any ranks that could be used. For every promotion in bold, the character would gain 20 IP for each rank.

Private	Major
Lance Corporal	Lieutenant Colonel
Corporal	Colonel
Sergeant	Brigadier
Colour Sergeant	Major General
Company Sergeant Major	Lieutenant General
Second Lieutenant	General
Lieutenant	Field Marshall
Captain	

Player characters could also receive IP bonuses for any/every rank with Historian discretion.

Classes

“...Everyone to whom much was given, of him much will be required...” Luke 12:48b

Overview

To face the looming battles ahead, a soldier must pull together with their team, or they fall apart. Each has their own talent, and a well-made squad balances those talents to make the team as strong as it can be. Choosing a Class means choosing what role you play on the team and therefore would be trained in different **Disciplines** and **Specializations** depending on that choice.

CLASS DISCIPLINES are basic abilities that become available at Level I.

CLASS SPECIALIZATIONS are unique features that that are chosen while leveling up that complement the play style of each Class. They can be a Reaction (R), Passive (P), cost IP or WP to use, and/or only be used a certain number of times a day (number/d), round (number/r), or battle (number/b).

With regimented training, certain skills require **Prowess** to use them.

Which class to choose?

BASTION: The unbreakable wall between chaos and order, the last line of defense when all else fails. They endure every hit, never backing down, because the Bastion always holds the line.

DISPLACER: There's always one person in the group who likes to tinker and build things. This person is always looking to create new gadgets or upgrade what they already have.

GATHERER: Water. Earth. Fire. Air. These are the elements that run through your veins. Harness them and bring about the Harvest.

MAVERICK: The jack of all trades. Some people have one hobby, and some people have 6 hobbies, 14 unfinished projects, and a list of other things they want to try.

MEDIC: Because every group needs a healer. Anyone can place a band-aid, but when your life is on the line, you'll want a skilled hand sewing you up.

RANGEBREAKER: For the person who likes to hang back, watch the action from all angles and strike when the time is right.

VANGUARD: For the one with nerves of steel and a fire in their belly, the Vanguards are ready to dominate the battlefield.



Bastion

LET THE TIDES BREAK. THE BASTION HOLDS THE LINE.

DISCIPLINES

- × Add **TEQ** bonus to Physical Attacks
- × Heavy Armor
- × Add 10 IP to Max IP
- × **Ordnance** (2/b) – May resupply themselves or an ally with additional ammo, up to 2 full clips.
- × **Shielded Defense** – While using a shield in the Defend Action, a Bastion can reduce incoming attack roll scores as determined by the rolls listed below:

LEVELS 1-3: -1d8

LEVELS 4-6: -1d10

LEVELS 7-10: -1d12

SPECIALIZATIONS

- × **Rally** (1/b) – Any ally regains up to 5WP each turn (rather than 3) over the next 3 turns while remaining within 2 hexes of the Bastion.
- × **Elemental Shield** (1/b) – Negate all Entropy for self and adjacent allies for one round.
- × **Shrug It Off** (1/b) – Spend 10WP to restore IP to max.
- × **Alpha** (1/b) – Intimidate adjacent enemies, causing -1d6 to their next attack rolls.
- × **Immovable Force** – Spend 1WP to take the Defend Action. Negates single-enemy choice and can Defend from any incoming enemy attack.
- × **Take One For The Team** (R) – Protect one adjacent ally by redirecting an enemy attack that would have targeted that ally to yourself once per round.
- × **Grounded** (P) – Gain resistance to Earth Elemental Attacks.
- × **Watchman** – Before first turn in combat, auto-Defend without WP cost.



Displacer

THE FUTURE IS NOW. THE DISPLACER EMBRACES IT.

DISCIPLINES

- × Add **LOG** bonus to Tech Attacks
- × Medium Armor
- × Add 40 IP to Max IP
- × **Ordnance** (2/b) – May resupply themselves or an ally with additional ammo, up to 2 full clips.
- × **Extension of Self** – Vehicle and Perambulator prowess in combat. Once within the Vehicle or Perambulator, your turn ends. Re-roll Combat Order using the machine's movement speed and the machine takes incoming Entropy instead of themselves (at Historian's discretion).

SPECIALIZATIONS

- × **No Attraction** (requires Coilshot) – Create a magnetic polarity from Coilshot that has a 1 in 4 chance of negating any Entropy from non-tech ranged attacks by rolling a 4 on a d4.
- × **Deadly Augmentation** (P) – Increase clip size of all weapons by 2.
- × **Lightning Rod** – Spend 10IP to overcharge Tech Weapons for 2x Entropy on the same turn.
- × **Sabotage** (1/r) – Spend 20IP to disable a vehicle/biped for one round.
- × **Repair** (1/r) – Spend 10IP to repair armor (1d8+1d20) on a damaged vehicle/biped.
- × **Phasers From Kill to Stun** (1/b, requires Pulse Grenade) – Spend 6WP for long-range AoE (max 12 hexes) that stuns enemies in place, preventing movement and action for 2 rounds until the end of that turn.
- × **I Make My Own Luck** (1/r) – Spend 10IP to add 1d6 to any test/attack roll.



Gatherer

THE NATURAL CONNECTION IS STRONG. THE GATHERER IS THE CONDUIT.

DISCIPLINES

- × Add **INS** bonus to Elemental Attacks
- × Light Armor
- × Add IOIP to Max IP
- × **Gather/Release** (in combat) – 3 per day, add I every level.
Releasing a gathered element in combat acts as the Gatherer's weapon, causing Elemental Entropy directly to an enemy or object.
Add Elemental Condition - When Elemental Entropy is dealt, player can choose to add and Elemental Condition (see Equipment and Effects section).
- × **Harvest** (Peaceful or Combat)– 3 per day, add I for every positive point in INS.
Combat Harvests are used for battlefield manipulation strategies and will only cause Elemental Entropy if specified by Combat Harvest rules.

PEACEFUL HARVEST – Permanently change the world around you by manipulating the elements outside of combat at the Historian's discretion.

COMBAT HARVESTS – Gain I at levels 4, 6, 8, and 10 (Player Choice).

Overgrowth – Make permanent waist-high Cover for 3 adjacent hexes (must have Gathered Earth Element).

Flash Freeze – AoE of ice that halves all movement for 3 rounds, anyone caught in it must make a Test of ALC when attempting to move or fall and suffer 1d20 Entropy (must have Gathered Water Element).

Controlled Burn – Set fire to wood (structure, tree, etc.). Fire spreads by 1 hex each round. Anyone adjacent immediately takes 1d10 Entropy, or 1d20 if they occupy the space. No further damage upon moving away (must have Gathered Fire Element).

Low Pressure – AoE that lowers air resistance that lasts for entire battle. Anyone in the AoE receives 2x the total Entropy of the Attack (must have Gathered Air Element).



SPECIALIZATIONS

- × **Elemental Aegis** – Spend 5WP and current Gathered Element to create an elemental shield that halves incoming Entropy by that same element. Spend 2WP on subsequent turns to maintain the shield for up to 2 turns after the initial round.
- × **Just Breathe** (I/b) – Regroup without losing next turn.
- × **Hunter** (P) – Double Entropy to all non-human and mechanical enemies.
- × **Elemental Weapon** (I/b) – Imbue a melee weapon of an adjacent ally with the collected elemental energy, imbuing it with the relative Elemental Condition and changing the Entropy output by the weapon to Elemental Entropy (2d20+INS) for 3 turns.
- × **Harvest Moon** (uses Harvest) – Spend 4WP and current Gathered Elemental to make a sweeping Elemental Attack against enemies in 3 adjacent hexes.
- × **Natural Precision** – When adding Elemental Effects, the Gatherer can choose not to apply damage to the Release Action.
- × **Reap What You Sow** – Spend 6IP to gather a collected element from another enemy/ally and immediately Release.



Maverick

KEEP ALL THE OPTIONS ON THE TABLE. THE MAVERICK REJECTS RIGIDITY.

DISCIPLINES

- × Add **TEQ** or **LOG** bonus to Physical Attacks
- × Add **INS** bonus to Elemental Attacks
- × Medium Armor
- × Add 20IP to Max IP
- × **Master of None** – When performing an action outside of your usual prowess, it costs 4WP instead of 6WP.
- × **Apprenticeship** – At level 6, when you choose a Class Specialization you may choose one from a different Class's Specializations. This may only be done once.
- × **Peaceful Harvest** – 3 per day. Permanently change the world around you by manipulating the elements outside of combat at the GM's discretion.

SPECIALIZATIONS

- × **I Take My Own Luck** (1/r) – Spend 10IP to add 1d6 to any test/attack roll.
- × **Green Thumb** (P) – Select an element and gain the ability to Gather, Release, or apply Elemental Effects of the chosen element.
- × **Learner's Permit** (P) – Vehicle OR Perambulator prowess in combat.
- × **Paramedic** – When using a bandage, Restore an additional 1d10 IP.
- × **The Best Offense** (P) – Select one Entropy Resistance (Physical, Tech, or Elemental) to halve all Entropy of that type.
- × **Art of War** – Gain prowess in all Tech Weapons.
- × **Keep The Options Open** – Spend 1WP for 2 Move Actions.
- × **Ordnance** (2/b) – May resupply themselves or an ally with additional ammo, up to 2 full clips.



Medic

LIFE IS PRECIOUS. THE MEDIC PROTECTS IT.

DISCIPLINES

- × Add **TEQ** bonus to Physical Attacks
- × Medium Armor
- × Add 30IP to Max IP
- × **Bedside Manner** – Add 1d20 to every Triage roll.
- × **Steady Mind, Steady Hands** – For every positive point in LOG, Restore an additional 1d6 to Triage rolls.
- × **Tourniquet (3/b)** – Stabilize anyone who is Bleeding Out. Target's IP goes to 10.

SPECIALIZATIONS

- × **First Responder** – Spend 25IP to double movement in combat.
- × **Anatomy Understood** – Increase Entropy of pistol to a d8.
- × **S(kill)ed Surgeon** – Use LOG bonus for Physical Attacks instead of TEQ bonus.
- × **“Rub Some Dirt in it.”** – Spend IWP to heal an ally 1d10.
- × **Righteous Courage (R)** – Redirect incoming Entropy that's targeting an adjacent ally to yourself.
- × **Copper Serpent** – Triage costs 2WP instead of 4WP.



Rangebreaker

STRIKE FROM THE SHADOWS. THE RANGEBREAKER AIMS TRUE.

DISCIPLINES

- × Add **TEQ** bonus to Physical Attacks
- × Add **LOG** bonus to Tech Attacks
- × No Armor
- × Add IOIP to Max IP
- × **Shrouded** (requires "...Now you don't.") – Hidden from all enemies.
- × **I've Got You Covered** – All allies in combat add 10 Max IP per positive LOG or TEQ bonus of Rangebreaker

SPECIALIZATIONS

- × **Eye in the Sky** (I/b) – Call out enemy positions to give allies Upper Hand for 1 round.
- × **Heart of the Matter** – Spend 6WP to cause the next attack to ignore defense. If using Double Tap, no further WP cost is required for second attack.
- × **"...Now you don't"** – Spend 2WP to enter Shrouded status for 2 rounds. Shrouded status can be broken prematurely by taking an Attack Action.
- × **Double Tap** (I/r) – Attack twice with a ranged weapon for the cost of one Attack Action.
- × **High Arc** (P) – Add Stun to non-tech rifles.
- × **Ambush** (P) – When attacking from Shrouded, Entropy is doubled.
- × **Reposition** (R, I/r) – As a reaction to an attack, move up to 4 hexes.



Vanguard

BRING THE FIGHT TO THEM. THE VANGUARD DOMINATES THE BATTLEFIELD.

DISCIPLINES

- × Add **TEQ** bonus to Physical Attacks
- × Light Armor
- × Add 30IP to Max IP
- × **Overwhelm** – For every positive point in BRV, subtract 1 point from all incoming attacks.
- × **Maestro** – At levels 5 and 7, choose one Class Specialization to master, turning it into a Discipline, then choose another Specialization to replace it.

SPECIALIZATIONS

- × **Ain't No Mountain** – An enemy on the High Ground cannot gain Upper Hand against you.
- × **Ju(s)taposition (P)** – Gain Upper Hand on any attacks if an ally is adjacent to your target.
- × **Ample Room (3/b)** – Spend 4WP to perform a Spinning Attack that causes Knockback to all adjacent enemies or allies. If an enemy or ally is thrown into another battle participant, they both take 1d6 Entropy.
- × **Ready For Anything** – Grants Upper Hand on all Combat Order rolls.
- × **Dual Strike (1/r)** – Attack twice for the cost of one Attack Action.
- × **Error On The Side Of Danger (P)** – Spend 10IP to add an extra d20 to the Entropy of an attack.
- × **Behind Enemy Lines (P)** – Spend 1WP for 2 Move Actions.
- × **Balestra (2/b)** – If 3 Move Actions are spent in a single round, the next enemy to attack self or adjacent ally does so at Impairment.

Equipment and Effects

“He trains my hands for war, so that my arms can bend a bow of bronze.” Psalm 18:34

Armor

Each class has Training in specific armor. Though far from impervious, equipped armor could be the difference between life and death in a combat situation. For every successful attack against a player (or enemy), the equipped armor type will reduce Entropy by the designated die roll.

ARMOR TYPE	CLASSES WITH PROWESS	ENTROPY REDUCTION
Light	G, V	1d4
Medium	D, Med	1d6
Heavy	B	1d8
Shield	B, Mav, V	1d4

Weapons

Each class has Prowess in specific weapons. For each weapon attack, the weapon's Entropy Roll includes specific dice as listed below as well as d20. Depending on the era of the campaign, the tools of war may look different, and the suggested Entropy rolls can be translated to other weapons of your choice.

Tech Weapons are indicated with (T).

MELEE WEAPON TYPE	CLASSES WITH PROWESS	RANGE (IN HEXES)	ENTROPY	ADDITIONAL EFFECTS
Bayonet	D, Mav, V	I	1d4 + 1d20	-
Brass Knuckles	B, V	I	1d4 + 1d20	Knockback
Conductor (T)	D	I	1d8 + 1d20	Stun
Flashpoint (T)	D	I	-	Stun, AoE
Retractor	D, R	I	1d6 + 1d20	Bleed
Sabre	Mav, V	I	1d8 + 1d20	-
Tactical Knife	All	I	1d4 + 1d20	Bleed

RANGED WEAPON TYPE	CLASSES WITH PROWESS	RANGE (IN HEXES)	ENTROPY	CLIP SIZE	ADDITIONAL EFFECTS
Coilshot (T)	D	6	1d10 + 1d20	4	Stun
Grenade	B, D, Mav, V	3	3d6 + 1d20	-	AoE, Knockback
LMG	V	6	3d4 + 1d20	4	-
Pistols	All	4	1d4 + 1d20	6	-
Pulse Grenade (T)	D	12	-	1	Stun (2 rounds)
Railgun (T)	D, R	10	d12 + d20	1	Knockback
Rifles	Mav, R, V	8	1d8 + d20	8	-
Rocket	V	7	2d8 + 1d20	1	AoE
Shotgun	B, V	4	3d4 + 1d20	6	Knockback
SMG	B, D, Mav, V	5	2d6 + 1d20	4	-
Snipers	R	12	1d12 + 1d20	2	Knockback

Gatherer/Maverick Elemental Combat

Instead of man-made weapons, the Gatherer (and the Maverick to a certain extent) uses the natural elements that permeate the world around them. Each Throw results in the same Entropy Roll + 1d20 and can result in different Elemental Conditions.

ELEMENT TYPE	THROWING RANGE	ENTROPY
Air	5	2d20
Earth	5	2d20
Fire	5	2d20
Water	5	2d20

Elemental Conditions

A Gatherer (or Maverick) can spend an additional 3WP to also apply the gathered element's condition to a perk or Release action.

BURN (FIRE) | *Lasts 2 Turns*

- × 1d6 IP loss per turn
- × Negates Freeze

FREEZE (WATER) | *Lasts 3 Turns*

- × Double IP loss from Physical Attacks
- × Negates Burn

HEAVY (EARTH) | *Lasts 2 Turns*

- × Reduced Movement (base = 3 hexes)
- × Immune to Knockback
- × Negates Light

LIGHT (AIR) | *Lasts 3 Turns*

- × Increased Movement (base = 12 hexes)
- × Vulnerability to Knockback- forced 3 hexes instead of 1
- × Negates Heavy



Physical Conditions

Certain weapons and attacks force a combatant to Roll a Test. A failure of that Test imposes one of these physical conditions.

STUN | *Lasts 1 Turn* (Persistence)

- × Lose a turn
- × Prolongs a Regroup Action if taken while stunned

BLEED | *Lasts 3 Turns* (Alacrity)

- × 1d4 IP loss per turn

EXHAUSTION | *Lasts 1 Turn* (Persistence)

- × Lose a turn
- × Start the following turn with 3 WP

KNOCKBACK | *Immediate* (Alacrity)

- × Character is moved back 1 hex



Combat

“Rescue the weak and needy; deliver them from the hand of the wicked.” Psalm 82:4

Rules of Engagement

Players can take **Basic Combat Actions**, **Gather and Release Elements**, or **Execute Skills** using WP or IP for Class Specializations. Players may also perform an action that they weren't trained for – This action costs 6WP and is up to GM discretion.

At the start of combat, **Combat Order** is rolled by all combatants. This turn of order is determined by a **Test of Alacrity**. If two combatants tie their roll, the combatant with the higher ALC goes first.

Each combatant begins combat with **6WP + PER bonus** and regain **3WP** at the start of each turn up to their Max WP. If a combatant uses all WP without letting them restock, they will suffer **Exhaustion**, losing their next turn and only regaining 3WP on the turn after that.

Role-playing during combat may have its uses: talking down an aggressive combatant, discussing best strategies for taking down an enemy, or deciding when it is best to run. These conversations may not delay combat, but they may change the course of the outcome.

A player may engage in a free volley with an ally up to 4 hexes away. If the ally is not adjacent (within 1 hex), anyone else within 4 hexes can also hear.

A player may engage in a conversation with any combatant on the battlefield at a cost. The player engaging in conversation must make a Test of Bravery with a contested Impediment roll, depending on the hostility of the combatant. Whether pass or fail, the player takes 2d20 Entropy for having taken the risk.

When a player has taken enough Entropy to reduce their IP to 10 or lower, they have most likely taken a grievous wound that could end their life unless the proper action is taken and considered to be **Bleeding Out**. A player's movement is reduced to 2 hexes per move action. They must find cover from enemy fire within turns or will be killed-in-action. If a player has 11 or more IP and they suffer enough Entropy to reduce to 0, they will be instantly killed.

All **Perambulators** can perform a move, attack and use their specialization every round. More on perambulators can be found later in this chapter.

Terrain

Combat takes place on a **hex-based map**. Weapons and elemental attacks operate within the **Range** of hexes they have been assigned, unless otherwise specified by a Class Specialization.

Height and **Cover** play an important role in strategy and can be used by the player (or the enemy) to affect the efficacy of their armor as well as the difficulty or success of an attack. If a character falls any distance, they take 1d20 Entropy.

HEIGHT: a player/enemy at an elevated height from their target is granted Upper Hand, while the player/enemy with a higher target will suffer from an Impediment (GM discretion).

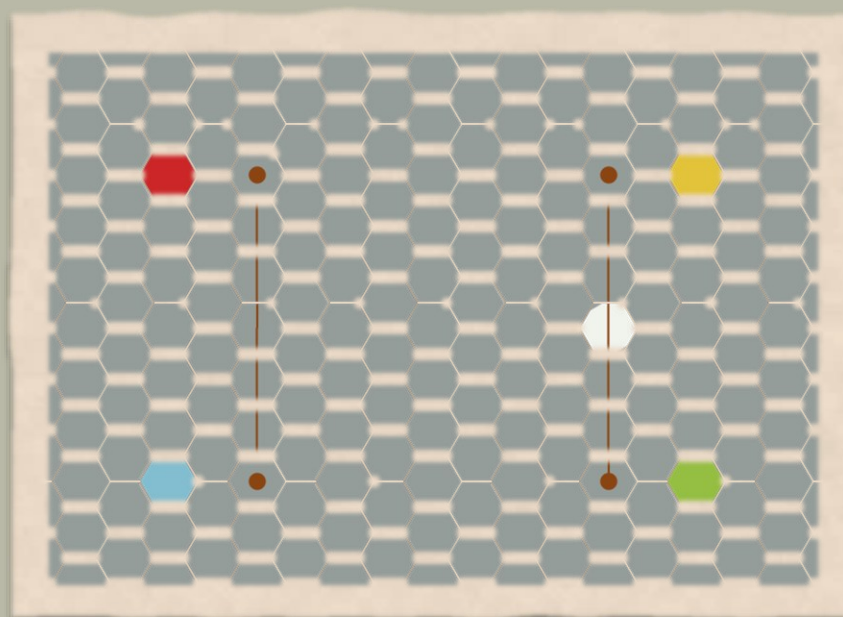
COVER: a player/enemy may duck behind Cover and may reduce an incoming attack roll depending on the type of cover.

WAIST HEIGHT OR CROUCHED: -1d4

FULL BODY: -1d6

Attacks or Specializations that affect an area larger than a single hex are called **Area of Effect (AoE)** skills. Actions with AoE designation still target a single hex, but the effect impacts each adjacent hex as well as the targeted hex.

Throughout the battlefield, elemental sources are scattered about, able to be Gathered. Elements are typically tied to a specific area of terrain (**water:** river/puddle; **fire:** burning log/lantern; **air:** cyclone, fog; **earth:** mud/rocky mound). On the playing surface, the different elemental sources should be depicted in the appropriate color based on the Elemental Conditions section. Once an element has been Gathered, that resource is removed from the space it was harvested from on the map.



Actions in Combat

All classes can take these few Basic Combat Actions by spending the indicated (WP):

ATTACK (2 WP) – Roll 2d6 and add Measure Bonus assigned by Class Discipline. Entropy is then calculated based on the defender's armor, type of Entropy, and Elemental Conditions of the attack or currently affecting the defender.

DEFEND (2 WP) – When taking the Defend Action, choose a single enemy to Defend against. When attacked by that enemy, roll 1d6 and subtract that number from the attack roll.

MOVE (1 WP) – Move 6 hexes, add 1 hex to this base movement per positive point in ALC.

REGROUP (1 WP) – Before ending current turn, choose to skip next turn but gain Max WP on the following turn. Regroup will nullify the Exhausted condition that would be gained at the end of a turn.

RELOAD (3 WP) – Refill the rounds in one weapon up to that weapon's clip size.

TRIAGE (4 WP) – Use a bandage on a target to Restore 1d10 IP.



Elemental Actions

A Gatherer and a Maverick with the gathering ability can use these Elemental Actions in combat:

COMBAT HARVEST (4 WP, RANGE: 5) – Use a Combat Harvest outlined in Class Disciplines to manipulate the battlefield.

GATHER (3 WP) – Gather the elemental energy of the current or adjacent hex to yourself.

RELEASE (1 WP) – Throw gathered element as a weapon to cause Entropy to an enemy (or ally).

Perambulators

"Its bones are tubes of bronze; its limbs like rods of iron." Job 40:18

Perambulators are the walking mechanical behemoths that can turn the tide of battle. These bipedal piloted armor and multi-legged mechanized artillery will cut through front lines and fortified positions of the enemy. Displacers and Mavericks have (or can choose to have) the prowess to pilot varied perambulators with specific purposes. Below are suggested stats for pre-built perambulators, but these stats can be transferred to specific era technology if needed.

Instead of IP, the perambulator will take **Mechanical Hull (MH)** damage. Once this reaches zero, the behemoth will explode, causing 4d20 Entropy to the pilot.

Below are a number of perambulators used in the Welcome to the Table setting, Terraband. While you can use them in your own game, feel free to create your own or rename them to fit your world.

HARBINGER (H-55 MOBILE DIESEL ARMOR) – The all-around battle powerhouse. Reliable, quick, deadly. In most cases, if the Harbinger can't get the job done, you may as well retreat. This biped can zip around the battlefield on leg boosters and retractable wheels. It comes equipped with an Arm Cannon and Alloy Falchion. The Harbinger is tough to kill with its decent armor and ranged and melee combat option.

Specialization: **Defend**

When attacked, roll 1d6 and subtract that number from the attack roll.

JACKAL (J-70 TACTICAL ARMOR) - The spearhead that breaks the line. Light, swift, accurate.

When there's a high value target that is getting away, the Jackal may be your last chance to stop them. The bipedal Jackal's boosters are the fastest on the battlefield and are used in conjunction with its Boost Blades that are positioned on the outside of both arms. The Charge Shot will stop your target from running. Cheap to make, this machine may be a death trap to the pilot, but you're guaranteed to take your quarry with you.

Specialization: **Boost Blades**

Use full movement and attack each enemy that occupies any space of boosted movement (excluding any enemy in first 2 movement spaces). Must travel in a straight line.

LIONHEART (L-35 TREK ARTILLERY) – The force that thins the herd. Sturdy, sure, destructive.

This slow, hulking beast boasts a Railgun that rivals the power of a natural disaster. Supported on six legs that can position the cannon on any battlefield, the Lionheart needs a tough exterior when it inevitably becomes a high-value target. Limited by its mobility, the outer mechanical hull is made of the toughest alloys that still allow for movement, while its internal battery can overload for a defensive tactic.

Specialization: **ShellShock**

Create an AoE of electrified energy in surrounding hexes that cause Stun.

MULE (M-78 LIFTER) – The backbone of military supply. Small, agile, mighty.

Effective strategy requires efficient systems. The Mule is not a combat unit, but rather the definition of “work smarter, not harder.” The small, pilotable bided has customizable arm attachments for lifting and transporting heavy supply crates and munitions before or during combat. Though not strictly offensive, a pilot could get creative in a pinch. The Forks are deadly if they find a target rather than a crate, and the Hook could wreak havoc on an enemy.

Specialization: **Resupply**

Once per battle, deliver a case of munitions to a hex on the battlefield that can restock a single clip to each player if they occupy the case’s space (each player can only restock once per case).

All perambulators can perform a move, attack and use their specialization every round.

PERAMBULATOR	MH	MOVEMENT	WEAPONS	RANGE	ENTROPY
Harbinger	175	8	Arm Cannon Alloy Falchion	8 1	2d10 4d6
Jackal	115	12	Boost Blade Charge Shot	1 6	4d6 3d10
Lionheart	250	4	Railgun ShellShock	12 (4 minimum) 1 AoE	3d20 3d6 (Stun)
Mule	75	6	Fork Hook	1 1	1d12 1d8 (Bleed)

Appendixes

Suggested Starting Measures by Class

Whether this is your first time playing Ordinance or you are trying out a new class, it may be difficult to understand what classes thrive under each Measure. Here are some suggested starting Measures to give to your character if you aren't sure where to start and some reasons why you might choose that score for that Measure.

BASTION

MEASURE	SCORE	HINTS
Bravery	2	As a front-liner, a Bastion starts with low Inevitability Points. A higher Measure of Bravery is insurance for the Bastion to take hits as they come.
Persistence	1	A couple Bastion specializations cost extra Wherewithal to use. A higher Measure of Persistence ensures more opportunities to use these unique skills.
Technique	3	Close range weapons require a Test of Technique for an attack, a Bastion would master this skill.
Alacrity	-1	As a close-range soldier, the Bastion will not likely have the need to span the battlefield often or quickly.
Logic	-2	Bastions do not receive training in the use of tech weapons and will be least likely to make a Test of Logic.
Instinct	0	The Bastion may have the chance to use elemental abilities to support their team, so keep this Measure of Instinct neutral or give them a bonus if elemental manipulation is in their bloodline.

DISPLACER

MEASURE	SCORE	HINTS
Bravery	2	A few Displacer specializations cost Inevitability Points to use. A higher Measure of Bravery ensures more opportunities to use these special skills.
Persistence	0	Leaving the Measure of Persistence neutral for a Displacer ensures that they have enough Wherewithal to use their skills on the battlefield.
Technique	1	Displacers receive training on a number of weapons, so keep this Measure of Technique neutral or give them a bonus if they are a master of multiple weapon types.
Alacrity	-1	On the battlefield, a Displacer would be the most likely to be operating a mech or vehicle. Their Test of Alacrity would be scored from their machine's stats and not their own.
Logic	3	Tech weapons require a Test of Logic, a Displacer would master this skill.
Instinct	-2	A Displacer is least likely to use elemental attacks that require a Test of Instinct.

GATHERER

MEASURE	SCORE	HINTS
Bravery	0	As a glass cannon, a Gatherer starts with low IP. A neutral Measure of Bravery is insurance for the Gatherer to stay on their feet in even the toughest of circumstances.
Persistence	2	Most Gatherer attacks cost a lot of Wherewithal. A higher Measure of Persistence ensures a higher Wherewithal.
Technique	-2	Gatherers, as a general rule, have little to no use for weapons and therefore, have little use for a high Measure of Technique.
Alacrity	1	While elemental manipulation requires gathering an element, a higher Test of Alacrity gives the Gatherer the opportunity to move to an element on the battlefield faster.
Logic	-1	Gatherers, as a general rule, have little to no use for weapons and therefore, have little use for a high Measure of Logic.
Instinct	3	Elemental attacks require a Test of Instinct, a Gatherer would master this skill.

MAVERICK

MEASURE	SCORE	HINTS
Bravery	3	When things go South, the Maverick is accustomed to finding the compass. Give them a higher Measure of Bravery to prove it and provide the Inevitability Points to keep it up.
Persistence	-1	Keeping the enemy guessing, the Maverick may have fewer opportunities to take multiple actions in battle.
Technique	-2	A Maverick can choose to use a Test of Technique OR a Test of Logic on weapon attacks. Choose one or the other to ensure your weapon attacks remain effective.
Alacrity	1	When the options remain open for a Maverick's next action, they may need to go the extra mile with a higher Test of Alacrity.
Logic	2	A Maverick can choose to use a Test of Technique OR a Test of Logic on weapon attacks. Choose one or the other to ensure your weapon attacks remain effective.
Instinct	0	If your Maverick has elemental manipulation in their bloodline, give their Measure of Instinct a boost.

MEDIC

MEASURE	SCORE	HINTS
Bravery	-2	As primary support, a Medic may not be accustomed to being on the frontlines and is most likely to have a lower Measure of Bravery.
Persistence	3	Triage is the highest costing action in battle, mastering their Measure of Persistence, a Medic has insurance they have enough Wherewithal to pay for it.
Technique	0	Medics receive training for a limited variety of weapons, when they need to use them, they will most likely use a Test of Technique to attack.
Alacrity	1	To get to their ally before it is too late, give the Medic a boost in their Measure of Alacrity.
Logic	2	Reacting to a medical problem requires a Test of Logic, a Medic would want to higher Measure of Logic to face these problems.
Instinct	-1	Medics, as a general rule, have little to no use for elemental manipulation, and therefore have little use for a high Measure of Instinct.

RANGEBREAKER

MEASURE	SCORE	HINTS
Bravery	-1	As tactical support, a Rangebreaker may not be accustomed to being on the frontlines and is more likely to have a lower Measure of Bravery.
Persistence	1	A number of Rangebreaker specializations cost extra Wherewithal to use. A higher Measure of Persistence ensures more opportunities to use these special skills.
Technique	3	Rangebreakers can be trained on both physical or tech attacks, pick which measure is more appropriate for the character's training and master it.
Alacrity	2	Leave the enemies guessing with a higher Measure of Alacrity, allowing the Rangebreaker to relocate, find high ground and cover more easily.
Logic	0	Rangebreakers can be trained on both physical and tech attacks, pick which measure is more appropriate for the character's training and master it.
Instinct	-2	Rangebreakers, as a general rule, have little to no use for elemental manipulation, and therefore have little use for a high Measure of Instinct.

VANGUARD

MEASURE	SCORE	HINTS
Bravery	2	Overwhelming the enemy with their prowess on the battlefield, the Vanguard excels in their Measure of Bravery.
Persistence	1	A number of Vanguard specializations cost extra Wherewithal to use. A higher Measure of Persistence ensures more opportunities to use these special skills.
Technique	3	Physical weapons require a Test of Technique, a Vanguard would master this skill.
Alacrity	0	The Vanguard is ready for battle at all times, a neutral Measure of Alacrity ensures a consistent place in Combat Order.
Logic	-1	A Vanguard usually does not receive training on tech weapons, keep their Measure of Logic low.
Instinct	-2	Vanguards, as a general rule, have little to no use for elemental manipulation, and therefore have little use for a high Measure of Instinct.

NPC Quick-Build Tables

With an entire squadron to manage in combat, the following tables are meant to assist the Historian in building their **combat encounters** or **non-player characters** (NPC). Each page will be sorted by class, will include a table that can be cross referenced by desired combatant level, and will include quick-reference tables for armor and weaponry. It should be noted that this is not meant to dictate how each individual combatant/NPC should be built, and any Historian may build their own, especially if they desire to understand the ruleset better!

NAVIGATING THE TABLES

To navigate the tables, find the level your combatants/NPCs needs to be for the combat and follow the row indicated by level on the first table, using the stats in that row to have available for that character. The **Specializations**, **Weapon**, and **Armor** tables are universal to the class, regardless of level.

The **Start WP** and **Max WP** columns display the Wherewithal that the combatant/NPC starts with in combat and the maximum they can accrue.

The **Promotion** column determines whether the combatant/NPC has had a promotion at a particular level – if the Historian would like to add any level of promotion to combatants/NPCs for thematic reasons, simply add 20 IP to their total IP score.

The **Specializations** chosen were suggestions for tracking combat easily, all Class Specializations are available to choose from in the chapter on Classes.

Additional **weapons** and **armor** are also available to choose from in the Equipment and Effects chapter.

MAVERICK OPTIONS

The Maverick represents a character that can do many things, including filling in the missing set of skills that a squad may be missing. This is why multiple categories of the Maverick are represented in the following tables (**Support**, **Elemental**, **Tech**, and **Weapon**). Each one may have the unique ability to round out a set of combatants/NPCs as a Historian may find suits their needs.

BASTION QUICK-BUILD TABLES

Level	IP	Start WP	Max WP	BRV	PER	TEQ	ALC	LOG	INS	Specializations	Promotion
1	95	7	11	2	1	4	-1	-2	0		
2	95	7	11	2	1	4	-1	-2	0	Rally	
3	120	7	11	3	1	4	-1	-2	0	Rally	✓
4	120	7	11	3	1	4	-1	-2	0	Rally Immovable Force	
5	120	7	11	3	1	5	-1	-2	0	Rally Immovable Force	
6	140	7	11	3	1	5	-1	-2	0	Rally Immovable Force Take One for The Team	✓
7	140	8	12	3	2	5	-1	-2	0	Rally Immovable Force Take One for The Team	
8	140	8	12	3	2	5	-1	-2	0	Rally Immovable Force Take One for The Team Shrug It Off	
9	165	8	12	4	2	5	-1	-2	0	Rally Immovable Force Take One for The Team Shrug It Off	✓
10	165	8	12	4	2	5	-1	-2	0	Rally Immovable Force Take One for The Team Shrug It Of Alpha	

Specialization	Effect
Rally	Any ally regains up to 5WP each turn (rather than 3) over the next 3 turns while remaining within 2 hexes of the Bastion (I/b).
Immovable Force	Spend IWP to take the Defend Action (P).
Take One For The Team	Protect one adjacent ally by redirecting an enemy attack that would have targeted that ally to yourself once per round (R).
Shrug It Off	Spend 10WP to restore IP to max (I/b).
Alpha	Intimidate adjacent enemies, causing -1d6 to their next attack rolls (I/b).

Weapon	Range	Entropy	Clip	Ammo	Effects
Shotgun	4	3d4	6	12	Knockback
Grenade(s)	3	3d6	-	1	AoE
Brass Knuckles	1	1d4	-	-	Knockback

Armor Type	Entropy Reduction
Heavy	1d8
Shield	1d4

DISPLACER QUICK-BUILD TABLES

Level	IP	Start WP	Max WP	BRV	PER	TEQ	ALC	LOG	INS	Specializations	Promotion
1	125	6	10	2	0	1	-1	4	-2		
2	125	6	10	2	0	1	-1	4	-2	I Make My Own Luck	
3	125	7	11	2	1	1	-1	4	-2	I Make My Own Luck	
4	145	7	11	2	1	1	-1	4	-2	I Make My Own Luck Deadly Augmentation	✓
5	150	7	11	3	1	1	-1	4	-2	I Make My Own Luck Deadly Augmentation	
6	150	7	11	3	1	1	-1	4	-2	I Make My Own Luck Deadly Augmentation Repair	
7	150	7	11	3	1	1	-1	5	-2	I Make My Own Luck Deadly Augmentation Repair	
8	170	7	11	3	1	1	-1	5	-2	I Make My Own Luck Deadly Augmentation Repair Lightning Rod	✓
9	170	8	12	3	2	1	-1	5	-2	I Make My Own Luck Deadly Augmentation Repair Lightning Rod	
10	170	8	12	3	2	1	-1	5	-2	I Make My Own Luck Deadly Augmentation Repair Lightning Rod Sabotage	

Specialization	Effect
I Make My Own Luck	Spend 10IP to add 1d6 to any test/attack roll (1/r).
Deadly Augmentation	Increase clip size of all weapons by 2 (P).
Repair	Spend 10IP to repair armor (1d8+1d20) on a damaged vehicle/biped (1/r).
Lightning Rod	Spend 10IP to overcharge Tech Weapons for 2x damage on the same turn.
Sabotage	Spend 20IP to disable a vehicle/biped for one round (1/r).

Weapon	Range	Entropy	Clip	Ammo	Effects
Railgun	10	1d12	1	2	-
Pulse Grenade(s)	12	-	-	1	Stun (2 r)
Conductor	1	1d8	-	-	Stun

Armor Type	Entropy Reduction
Medium	1d6

GATHERER QUICK-BUILD TABLES

Level	IP	Start WP	Max WP	BRV	PER	TEQ	ALC	LOG	INS	Specializations	Promotion
1	85	8	12	0	2	-2	1	-1	4		
2	85	8	12	0	2	-2	1	-1	4	Just Breathe	
3	85	9	13	0	3	-2	1	-1	4	Just Breathe	
4	85	9	13	0	3	-2	1	-1	4	Just Breathe Elemental Aegis	
5	105	9	13	0	3	-2	2	-1	4	Just Breathe Elemental Aegis	✓
6	105	9	13	0	3	-2	2	-1	4	Just Breathe Elemental Aegis Harvest Moon	
7	105	9	13	0	3	-2	2	-1	5	Just Breathe Elemental Aegis Harvest Moon	
8	105	9	13	0	3	-2	2	-1	5	Just Breathe Elemental Aegis Harvest Moon Reap What You Sow	
9	110	9	13	1	3	-2	2	-1	5	Just Breathe Elemental Aegis Harvest Moon Reap What You Sow	
10	130	9	13	1	3	-2	2	-1	5	Just Breathe Elemental Aegis Harvest Moon Reap What You Sow Hunter	✓

Specialization	Effect
Just Breathe	Regroup without losing next turn (I/b).
Elemental Aegis	Spend 5WP and current Gathered Element to create an elemental shield that halves incoming Entropy by that same element. Spend 2WP on subsequent turns to maintain the shield for up to 2 turns after the initial round.
Harvest Moon	Spend 4WP and current Gathered Elemental to make a sweeping Elemental Attack against enemies in 3 adjacent hexes (uses Harvest).
Reap What You Sow	Spend 6IP to gather a collected element from another enemy/ally and immediately Release.
Hunter	Double Entropy to all non-human and mechanical enemies (P).

Weapon	Range	Entropy	Clip	Ammo	Effects
Tactical Knife	1	1d4	-	-	Bleed

Armor Type	Entropy Reduction
Light	1d4

MAVERICK (SUPPORT) QUICK-BUILD TABLES

Level	IP	Start WP	Max WP	BRV	PER	TEQ	ALC	LOG	INS	Specializations	Promotion
1	100	8	12	1	2	-2	1	3	-1		
2	100	8	12	1	2	-2	1	3	-1	Paramedic	
3	100	8	12	1	2	-2	2	3	-1	Paramedic	
4	120	8	12	1	2	-2	2	3	-1	Paramedic The Best Offense	✓
5	120	8	12	1	2	-2	2	4	-1	Paramedic The Best Offense	
6	120	8	12	1	2	-2	2	4	-1	Paramedic The Best Offense Tourniquet (Medic)	
7	120	8	12	1	2	-2	2	4	0	Paramedic The Best Offense Tourniquet (Medic)	
8	140	8	12	1	2	-2	2	4	0	Paramedic The Best Offense Tourniquet (Medic) Keep the Options Open	✓
9	145	8	12	2	2	-2	2	4	0	Paramedic The Best Offense Tourniquet (Medic) Keep the Options Open	
10	145	8	12	2	2	-2	2	4	0	Paramedic The Best Offense Tourniquet (Medic) Keep the Options Open I Take My Own Luck	

Specialization	Effect
Paramedic	When using a bandage, Restore an additional 1d10 IP.
The Best Offense	Select one Entropy Resistance (Physical, Tech, or Elemental) to halve all Entropy of that type (P).
Tourniquet (Medic)	Stabilize anyone who is Bleeding Out. Target's IP goes to 10 (3/b).
Keep the Options Open	Spend 1WP for 2 Move Actions.
I Take My Own Luck	Spend 10IP to add 1d6 to any test/attack roll (1/r).

Weapon	Range	Entropy	Clip	Ammo	Effects
Pistol	4	1d4	6	12	-
Grenade(s)	3	3d6	-	1	AoE
Tactical Knife	1	1d4	-	-	Bleed

Armor Type	Entropy Reduction
Light	1d4

MAVERICK (ELEMENTAL) QUICK-BUILD TABLES

Level	IP	Start WP	Max WP	BRV	PER	TEQ	ALC	LOG	INS	Specializations	Promotion
1	95	6	10	0	0	-2	I	2	3		
2	95	6	10	0	0	-2	I	2	3	Green Thumb	
3	95	7	11	0	I	-2	I	2	3	Green Thumb	
4	115	7	11	0	I	-2	I	2	3	Green Thumb Keep the Options Open	✓
5	115	7	11	0	I	-2	I	2	4	Green Thumb Keep the Options Open	
6	115	7	11	0	I	-2	I	2	4	Green Thumb Keep the Options Open Elemental Aegis (Gatherer)	
7	120	7	11	I	I	-2	I	2	4	Green Thumb Keep the Options Open Elemental Aegis (Gatherer)	
8	140	7	11	I	I	-2	I	2	4	Green Thumb Keep the Options Open Elemental Aegis (Gatherer) The Best Offense	✓
9	140	7	11	I	I	-2	I	3	4	Green Thumb Keep the Options Open Elemental Aegis (Gatherer) The Best Offense	
10	140	7	11	I	I	-2	I	3	4	Green Thumb Keep the Options Open Elemental Aegis (Gatherer) The Best Offense I Take My Own Luck	
Specialization				Effect							
Green Thumb				Select and element and gain the ability to Gather, Release, or apply Elemental Effects of the chosen element (P).							
Keep the Options Open				Spend IWP for 2 Move Actions.							
Elemental Aegis (Gatherer)				Spend 5WP and current Gathered Element to create an elemental shield that halves incoming Entropy by that same element. Spend 2WP on subsequent turns to maintain the shield for up to 2 turns after the initial round.							
The Best Offense				Select one Entropy Resistance to halve all Entropy of that type (P).							
I Take My Own Luck				Spend 10IP to add 1d6 to any test/attack roll (1/r).							

Weapon	Range	Entropy	Clip	Ammo	Effects
Pistol	4	1d4	6	12	-
Grenade(s)	3	3d6	-	1	AoE
Tactical Knife	1	1d4	-	-	Bleed

Armor Type	Entropy Reduction
Light	1d4

MAVERICK (TECH) QUICK-BUILD TABLES

Level	IP	Start WP	Max WP	BRV	PER	TEQ	ALC	LOG	INS	Specializations	Promotion
1	105	6	10	2	0	0	1	3	-2		
2	105	6	10	2	0	0	1	3	-2	Art of War	
3	105	6	10	2	0	0	1	4	-2	Art of War	
4	125	6	10	2	0	0	1	4	-2	Art of War Learner's Permit	✓
5	125	7	11	2	1	0	1	4	-2	Art of War Learner's Permit	
6	125	7	11	2	1	0	1	4	-2	Art of War Learner's Permit I Take My Own Luck	
7	125	7	11	2	1	1	1	4	-2	Art of War Learner's Permit I Take My Own Luck	
8	145	7	11	2	1	1	1	4	-2	Art of War Learner's Permit I Take My Own Luck Repair (Displacer)	✓
9	145	7	11	2	1	1	1	4	-1	Art of War Learner's Permit I Take My Own Luck Repair (Displacer)	
10	145	7	11	2	1	1	1	4	-1	Art of War Learner's Permit I Take My Own Luck Repair (Displacer) The Best Offense	

Specialization	Effect
Art of War	Gain prowess in all Tech Weapons.
Learner's Permit	Vehicle OR Perambulator prowess in combat (P).
I Take My Own Luck	Spend 10IP to add 1d6 to any test/attack roll (1/r).
Repair (Displacer)	Spend 10IP to repair armor (1d8+1d20) on a damaged vehicle/biped (1/r).
The Best Offense	Select one Entropy Resistance (Physical, Tech, or Elemental) to halve all Entropy of that type (P).

Weapon	Range	Entropy	Clip	Ammo	Effects
SMG	5	2d6	4	8	-
Bayonet	1	1d4	-	-	-
Pulse Grenade(s)	12	-	-	1	Stun (2 r)

Armor Type	Entropy Reduction
Light	1d4

MAVERICK (WEAPON) QUICK-BUILD TABLES

Level	IP	Start WP	Max WP	BRV	PER	TEQ	ALC	LOG	INS	Specializations	Promotion
1	105	6	10	2	0	3	0	1	-2		
2	105	6	10	2	0	3	0	1	-2	I Take My Own Luck	
3	105	6	10	2	0	4	0	1	-2	I Take My Own Luck	
4	125	6	10	2	0	4	0	1	-2	I Take My Own Luck The Best Offense	✓
5	125	7	11	2	1	4	0	1	-2	I Take My Own Luck The Best Offense	
6	125	7	11	2	1	4	0	1	-2	I Take My Own Luck The Best Offense Dual Strike (Vanguard)	
7	125	7	11	2	1	4	0	2	-2	I Take My Own Luck The Best Offense Dual Strike (Vanguard)	
8	145	7	11	2	1	4	0	2	-2	I Take My Own Luck The Best Offense Dual Strike (Vanguard) Keep the Options Open	✓
9	150	7	11	3	1	4	0	2	-2	I Take My Own Luck The Best Offense Dual Strike (Vanguard) Keep the Options Open	
10	150	7	11	3	1	4	0	2	-2	I Take My Own Luck The Best Offense Dual Strike (Vanguard) Keep the Options Open Art of War	

Specialization	Effect
I Take My Own Luck	Spend IOIP to add 1d6 to any test/attack roll (I/r).
The Best Offense	Select one Entropy Resistance (Physical, Tech, or Elemental) to halve all Entropy of that type (P).
Dual Strike (Vanguard)	Attack twice for the cost of one Attack Action (I/r).
Keep the Options Open	Spend IWP for 2 Move Actions.
Art of War	Gain prowess in all Tech Weapons.

Weapon	Range	Entropy	Clip	Ammo	Effects
LMG	6	3d4	4	-	-
Pistol	4	1d4	6	12	-
Sword/Sabre	1	1d8	-	-	-

Armor Type	Entropy Reduction
Light	1d4

MEDIC QUICK-BUILD TABLES

Level	IP	Start WP	Max WP	BRV	PER	TEQ	ALC	LOG	INS	Specializations	Promotion
1	95	9	13	-2	3	0	1	3	-1		
2	95	9	13	-2	3	0	1	3	-1	Copper Serpent	
3	95	10	14	-2	4	0	1	3	-1	Copper Serpent	
4	95	10	14	-2	4	0	1	3	-1	Copper Serpent Rub Some Dirt in it	
5	120	10	14	-1	4	0	1	3	-1	Copper Serpent Rub Some Dirt in it	✓
6	120	10	14	-1	4	0	1	3	-1	Copper Serpent Rub Some Dirt in it First Responder	
7	120	10	14	-1	4	0	1	4	-1	Copper Serpent Rub Some Dirt in it First Responder	
8	120	10	14	-1	4	0	1	4	-1	Copper Serpent Rub Some Dirt in it First Responder S(kill)ed Surgeon	
9	125	10	14	0	4	0	1	4	-1	Copper Serpent Rub Some Dirt in it First Responder S(kill)ed Surgeon	
10	145	10	14	0	4	0	1	4	-1	Copper Serpent Rub Some Dirt in it First Responder S(kill)ed Surgeon Anatomy Understood	✓

Specialization	Effect
Copper Serpent	Triage costs 2WP instead of 4WP
"Rub Some Dirt in it..."	Spend 2WP to heal an ally 1d10.
First Responder	Spend 25IP to double movement in combat.
S(kill)ed Surgeon	Use LOG bonus for Physical Attacks instead of TEQ bonus.
Anatomy Understood	Increase Entropy of pistol to a d8.

Weapon	Range	Entropy	Clip	Ammo	Effects
Pistol	4	1d4	6	12	-
Tactical Knife	1	1d4	-	-	Bleed

Armor Type	Entropy Reduction
Medium	1d6

RANGEBREAKER QUICK-BUILD TABLES

Level	IP	Start WP	Max WP	BRV	PER	TEQ	ALC	LOG	INS	Specializations	Promotion
1	80	7	11	-1	1	4	2	0	-2		
2	80	7	11	-1	1	4	2	0	-2	Eye In The Sky	
3	80	7	11	-1	1	4	2	1	-2	Eye In The Sky	
4	100	7	11	-1	1	4	2	1	-2	Eye In The Sky "...Now You Don't"	✓
5	100	7	11	-1	1	4	2	2	-2	Eye In The Sky "...Now You Don't"	
6	100	7	11	-1	1	4	2	2	-2	Eye In The Sky "...Now You Don't" Ambush	
7	100	7	12	-1	2	4	2	2	-2	Eye In The Sky "...Now You Don't" Ambush	
8	120	7	12	-1	2	4	2	2	-2	Eye In The Sky "...Now You Don't" Ambush High Arc	✓
9	125	8	12	-1	2	5	2	2	-2	Eye In The Sky "...Now You Don't" Ambush High Arc	
10	125	8	12	-1	2	5	2	2	-2	Eye In The Sky "...Now You Don't" Ambush High Arc Double Tap	

Specialization	Effect
Eye in the Sky	Call out enemy positions to give allies Upper Hand for 1 round (I/b).
"...Now You Don't."	Spend 2WP to enter Shrouded status for 2 rounds. Shrouded status can be broken prematurely by taking an Attack Action.
Ambush	When attacking from Shrouded, Entropy is doubled (P).
High Arc	Add Stun to non-tech rifles (P).
Double Tap	Attack twice with a ranged weapon for the cost of one Attack Action (I/r).

Weapon	Range	Entropy	Clip	Ammo	Effects
Sniper	12	1d10	2	4	Knockback
Rifle	8	1d8	8	16	-
Retractor	1	1d6	-	-	Bleed

Armor Type	Entropy Reduction
None	N/A

NPC VANGUARD BUILD TABLES

Level	IP	Start WP	Max WP	BRV	PER	TEQ	ALC	LOG	INS	Specializations	Promotion
1	115	7	11	2	1	4	0	-1	-2		
2	115	7	11	2	1	4	0	-1	-2	Ju(s)taposition	
3	135	8	12	2	2	4	0	-1	-2	Ju(s)taposition	✓
4	135	8	12	2	2	4	0	-1	-2	Ju(s)taposition Ready For Anything	
5	140	8	12	3	2	4	0	-1	-2	Ju(s)taposition Ready For Anything	
6	160	8	12	3	2	4	0	-1	-2	Ju(s)taposition Ready For Anything Dual Strike	✓
7	160	8	12	3	2	5	0	-1	-2	Ju(s)taposition Ready For Anything Dual Strike	
8	160	8	12	3	2	5	0	-1	-2	Ju(s)taposition Ready For Anything Dual Strike Behind Enemy Lines	
9	185	8	12	4	2	5	0	-1	-2	Ju(s)taposition Ready For Anything Dual Strike Behind Enemy Lines	✓
10	185	8	12	4	2	5	0	-1	-2	Ju(s)taposition Ready For Anything Dual Strike Behind Enemy Lines Ample Room	

Specialization	Effect
Ju(s)taaposition	Gain Upper Hand on any attacks if an ally is adjacent to your target (P).
Ready for Anything	Grants Upper Hand on all Combat Order rolls.
Dual Strike	Attack twice for the cost of one Attack Action (1/r).
Behind Enemy Lines	Spend 1WP for 2 Move Actions (P).
Ample Room	Spend 4WP to perform a Spinning Attack that causes Knockback to all adjacent enemies or allies. If an enemy or ally is thrown into another battle participant, they both take 1d6 Entropy (3/b).

Weapon	Range	Entropy	Clip	Ammo	Effects
Rocket	7	2d8	1	2	AoE
SMG	5	2d6	4	8	-
Sword/Sabre	1	1d8	-	-	-

Armor Type	Entropy Reduction
Light	1d4
Shield	1d4

Ord/i/nance

CHARACTER NAME	RANK	CLASS	LEVEL
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IP /

WP	○ ○ ○ ○ ○ ○	Max	
	○ ○ ○ ○ ○ ○	Battle Start	
	○ ○ ○ ○ ○ ○	Turn Start	

DISCIPLINES

SPECIALIZATIONS

ARMOR/SHIELD

Type		
Reduction		

GATHERING

Gather/Throws	Harvests
○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○

WEAPONS

Type				
Entropy				
Range				
Effect				
Clip Size				
Clip(s)				

ADDITIONAL INVENTORY

BRAVERY	PERSISTENCE
()	()
TECHNIQUE	ALACRITY
()	()
LOGIC	INSTINCT
()	()

BASIC COMBAT ACTIONS

Attack (2WP) – Roll 2d6 and add Measure Bonus assigned by Class Discipline. Entropy is then calculated based on the defender's armor, type of Entropy, and Elemental Conditions of the attack or currently affecting the defender.

Defend (2WP) – When taking the Defend Action, choose a single enemy to Defend against. When attacked by that enemy, roll 1d6 and subtract that number from the attack roll.

Move (1WP) – Move 6 hexes, add 1 hex to this base movement per positive point in ALC.

Regroup (1WP) – Before ending current turn, choose to skip next turn but gain Max WP on the following turn. Regroup will nullify the Exhausted condition that would be gained at the end of a turn.

Reload (3WP) – Refill the rounds in one weapon up to that weapon's clip size.

Triage (4WP) – Use a bandage on a target to Restore 1d10 IP.

ELEMENTAL ACTIONS

Combat Harvest (4 WP, Range: 5) – Use a Combat Harvest outlined in Class Disciplines to manipulate the battlefield.

Gather (3WP) – Gather the elemental energy of the current or adjacent hex to yourself.

Release (1WP) – Throw gathered element as a weapon to cause Entropy to an enemy.

Ordinance

CHARACTER NAME

PHYSICAL APPEARANCE

AGE

SEX

HEIGHT

WEIGHT

EYES

DEFINING TRAITS

RELATIONSHIPS

HOMETOWN

FAMILY

FRIENDS

ADVERSARIES

PSYCHE

WORLDVIEW

VIEW OF SELF

VIEW OF OTHERS

BACKGROUND